

## BEST AVAILABLE COPY

What is claimed is:

1. A game device, comprising:
  - a processing means for performing a game which progresses, in chronological order, based on an amount of the operation of a player from an operating means;
  - a ceasing means for ceasing a performance state of the game; and
  - a continuing means for, when continuing the game after the game is ceased, continuing a game processing after reproducing a historical state of the performance of the game before the game was ceased.
2. A game device according to claim 1, wherein said continuing means starts to continue the processing of the game from the game ceasing point.
3. A game device according to claim 2, wherein said continuing means reproduces the historical state of the performance of the game from a position before a game ceasing position to the game ceasing position.
4. A game device according to claim 2, wherein said continuing means reproduces the historical state of the performance of the game up to the game ceasing point.
5. A game device according to one of claims 1 to 4, wherein a reproducing amount of the historical state of the performance of the game is controlled according to a processing state of the game at the time that the game is ceased.
6. A game device according to claim 5, wherein the

faster the performing speed of the game, the more previous position from the game ceasing position the historical state of the performance of the game is reproduced from.

7. A game device according to claim 4, wherein said continuing means reproduces the historical state of the performance of the game of a predetermined time before the game ceasing point.

8. A game device according to one of claims 1 to 3, wherein said continuing means is structured such that it can display a count down while reproducing the game performance history until the game continuing point.

9. A game device according to one of claims 1 to 3, wherein said ceasing means performs the processing such that the game becomes over.

10. A game device according to one of claims 1 to 3, wherein said ceasing means implements a pause of the game.

11. A game device according to claim 1 or 2, wherein said continuing means reproduces said historical state of the performance of the game on a condition that there is an input to continue the game within a predetermined time, and if there is no such input within the time, said continuing means ends the game performance processing completely.

12. A game device according to claim 1 or 2 wherein said continuing means is structured to display the game screen before reaching the ceased state of the game, while reproducing the historical state of the performance of the

game.

13. A game device according to claim 12, wherein said continuing means is structured to inversely reproduce on said displaying means a virtual game screen in which the game performance processing results in a ceased state, before starting to reproduce the historical state of the performance of the game.

14. A game device according to claim 2, wherein said continuing means is structured to make an operation input from the player to said processing means effective in the reproducing period of said historical state of the performance of the game.

15. A game device according to claim 14, wherein said continuing means is structured to gradually make the operation input from the player to said processing means effective in the reproducing period of said historical state of the performance of the game.

16. A game device according to claim 15, wherein said continuing means is structured to make said operation input completely effective after said historical state of the performance of the game results in said game ceased state.

17. A game device according to one of claims 1, 2, or 14 to 16, wherein said continuing means is structured to control an input terminal of an input means so that the input terminal in said operating means becomes to obtain the amount of the operation at the game ceased state, after said game historical state of the performance of the game results in said game ceased state.

18. A game device according to claim 2, wherein said continuing means is structured to make said operation input effective after said historical state of the performance of the game results in the game ceased state.

19. A game device according to one of claims 1 or 2, wherein said continuing means is structured to display on the displaying means the time from the beginning of reproducing the historical state of the performance of the game to said game ceased state.

20. A game device for driving a vehicle, comprising:  
a driving operation terminal for a player to operate the vehicle;

a game processing means to perform the vehicle driving game according to the amount of the operation of the operation terminal;

a game ceasing means for performing the processing such that the game becomes over; and

a continuing means for reproducing, when continuing the game after the game has ceased, said vehicle game processing screen from the position before the game is over to the position where the game is over, on a displaying means, and for, in the course of this reproducing, making the operation by the player of said operation terminal become gradually effective until reaching the position where the game becomes over.

21. A game device provided with a pause means for pausing the game performance processing temporarily and continuing the game performance processing by canceling the pause, comprising:

a terminal for inputting which is operated by the player;

a game processing means for performing the game according to the amount of the operation of the terminal; and

a continuing means for reproducing, on the displaying means, the game processing screen in the amount of a predetermined time before game over, making the operation input by the player possible from a point when the reproducing is completed, and informing the player that the operation input becomes possible.

22. A storing medium wherein a program for making a computer implement the processing means, ceasing means and continuing means described in claims 1 or 2 is stored.

23. A program for making the computer implement the processing means, ceasing means and continuing means described in claims 1 or 2.

24. A game device for performing control characterized in that it can implement a game which progresses in chronological order, cease the performance state of the game, and, when continuing the game from the game ceased state after reproducing the historical state of the performance of the game before the game is ceased.

25. A game processing method for performing control characterized in that it can implement the game which progresses in chronological order, cease the performance state of the game, and, when continuing the game after the game is ceased, start to continue the game from the game ceased state after reproducing the historical state of the

performance of the game before the game was ceased.

26. A game device comprising:

a processing means for performing the game which progresses, in chronological order based on an amount the operation of the player from an operating means;

a means for reproducing on a game screen the game state which is implemented by the player; and

a means for providing, in the course of reproducing, said operating means with the operation input manner which is given by the player to said operating means in said game state.

27. A game device according to claims 1 or 2, comprising a means for reproducing by said operating means the operation input manner, which is given by said player to said operating means in the period of the game performance history, while reproducing said historical state of the performance of the game.